

Playing Rules - Premier Divisions

1. Match Rules

- 1.1 The conduct of all matches will be governed by the Laws of Cricket (2017 Code) except as stated otherwise in these rules.
- 1.2 In each Division, all clubs will play each other home and away, matches shall be one innings each.
- 1.3 Matches in Weeks 6 to 14 will be played under the match rules specified in Section A.
- 1.4 Matches in Weeks 1 to 5 and 15 to 18 will be played under the 50 Overs match rules specified in Section B.

2. Umpires

- 2.1 The Umpires Panel will appoint umpires. The method of payment of expenses will be determined by the Executive Committee in consultation with the Umpires Panel.
- 2.2 Each club will pay one umpire the agreed fee before the Toss. The normal fee is £50 but shall be reduced to £30 in the event that the match is cancelled after the umpires have attended the ground.
- 2.3 For the Play Off Final the umpires will be paid the agreed fee by the League

3. Scorers & Duckworth-Lewis-Stern Match Managers

- 3.1 All clubs will appoint their own scorers, who shall be qualified or have been granted dispensation by the League.
- 3.2 Failure to provide a registered scorer for the duration of the match will result in a 5-point penalty and the side will be required to nominate a player to score for the duration of the match.
- 3.3 The home club is responsible for providing a competent Duckworth-Lewis-Stern Match Manager (DLSMM), as defined in the Duckworth-Lewis-Stern Procedure document and failure to do so will result in a 5 point penalty. The umpires shall be responsible for reporting any breach of this rule and their decision shall be final.

4. Cancellation

No game shall be cancelled without the explicit agreement of at least one of the appointed umpires, or a deputy from the Umpires Panel nominated either by one of the appointed umpires or the Umpires Co-ordinator. An umpire attending to inspect the ground may request reasonable travelling expenses not exceeding £10 from the Home club.

5. Ground

The umpires shall be responsible for decisions concerning the fitness of the ground for play and the use of covers from one hour before the scheduled start time.

6. Covers

Up to one hour before the scheduled start time covers shall be used at the discretion of the home club and its groundsman to protect the pitch. When one hour or less remains before the scheduled start time rule 5 will apply.

Clubs must make covering available throughout the match day, to be used at the direction of the umpires. The minimum requirement is to cover the pitch; reasonable efforts must be made to cover the bowlers' run-ups to a minimum of ten (10) yards. The umpires will report any deficiency in covering to the League, which may result in disciplinary action being taken against the club.

7. Clock

The home side shall provide a working match clock which is visible and clear from the Square.

8. Team Sheets

Captains must pass team sheets to the umpires not later than 30 minutes prior to play commencing. Team sheets will contain names of players and, if applicable, identify players aged under 18 and age group (e.g. U19, U17).

9. Balls

- 9.1. All league fixtures will be played with cricket balls that have been approved by the League (see inside back cover).
- 9.2. One new ball will be used from the commencement of each innings. New balls are to be supplied by the Home club.
- 9.3. Home clubs must ensure that a selection of at least six suitable spare balls of varying ages and use and a spare new ball are available to the umpires prior to the start of the match. The umpires may delay the start of a match if suitable spare balls are not provided.

10. Results

- 10.1. The standard SHPCL rules will apply to the reporting of match results.
- 10.2. In addition to 10.1 the home team is responsible for posting the match result on play-cricket, as follows:
 - a) By 10pm on the day of the match: the team totals, wickets taken, overs bowled and result on play-cricket by 10pm of the match day.
 - b) By 11pm on the Tuesday following the match: the full scorecard including names of match Officials
 - c) Failure to meet these requirements will result in a fine of £30 for each occasion, payable by the Home Club to the League.

11. Marking

- 11.1. Captains will mark umpires' performance using the facility on Who's The Umpire, in accordance with the rules set out on page 61.
- 11.2. Facilities must be marked in accordance with the rules set out on page 67.
- 11.3. Umpires will mark the pitch, team discipline and facilities as well as reporting any instances of misconduct.

12. Discipline & Disciplinary Points

- 12.1 The standard SHCL Disciplinary rules will apply.
- 12.2 Law 42 will apply except that when a first offence has been committed by a member of the batting side 42.2.2 shall be replaced by "Together the umpires shall inform the batsmen that an offence at this level has occurred and, as soon as practicable, the captain of the batting side. Refer to the document on page (77) defining dissent and serious dissent."

13. Junior Players

- 13.1. A player under the age of 12 at midnight on 31st August in the year preceding the current season is not permitted to play in the Premier League or Championship.
- 13.2. Any player under the age of 13 at Midnight on 31st August in the year preceding the current season shall play in the Premier League or Championship only provided that the player has been selected for the County at U13 or above and has written parental consent to play in Open Age cricket. Such evidence shall be lodged with the Club's Welfare Officer prior to that player's registration with the League. The League may request evidence of compliance with these requirements.

14. League Positions

League positions in each Division will be determined by the total number of points gained. In the event of two or more clubs finishing on equal points, league position will be determined in the following order:

- The side with the highest number of wins, but if still level
- The side with the fewest defeats, but if still level
- The side with the highest runs per wicket, calculated by aggregating all runs scored in completed matches divided by the total number of wickets lost.

15. Play Offs

In the Premier League after Week 18 there will be Play Off matches played under the 50 Over match rules as follows:

Week 19 (Saturday):

Under rule 2.1.1 the Start time will be 11.30am and the finishing time 19.00pm

Match 1: The side finishing in first place v the side finishing in fourth place, to be played at the ground of the side finishing in first place, and

Match 2: The side finishing in second place v the side finishing in third place, to be played at the ground of the side finishing in second place

In the event of adverse weather the reserve date for these matches is the Sunday, i.e. the following day. If a result is not achieved on either day the team finishing higher in the League shall qualify for the Final.

Week 20 (Saturday):

Under rule 2.1.1 the Start time will be 11.00am and the finishing time 18.30pm

The winners of Match 1 and Match 2 will play a Final at the ground of the highest placed (based on League position) Finalist unless the League determines that a neutral venue shall be used. In the event of adverse weather a reserve date will be arranged by the League Executive Committee.

If a result is not achieved on either day the result will be determined by a Bowl Out. Such Bowl Out shall be undertaken in accordance with the rules set out in match rule 13 of the Readers 20/20 Competition Playing Conditions (which also provide for a result by coin toss if a bowl out is not possible).

16. Promotion and Relegation

At the end of each season a system of promotion and relegation will operate as follows:

- a) The side finishing 10th in the Premier Division will be relegated to the Championship
- b) The side finishing 1st in the Championship will be promoted to the Premier League
- c) The side finishing 9th in the Premier Division and the side finishing 2nd in the Championship will play a Play-Off under the 50 over match rules, using balls approved for use in the Premier Division. The winner will play in the Premier League and the loser will play in the Championship in the following season. The match will be played on the Saturday of Week 19 at the ground of the side finishing 2nd in the Championship unless agreed otherwise by the two clubs. In the event of adverse weather the reserve date for this match is the following Saturday, i.e. seven days later.
- d) The sides finishing 9th and 10th in the Championship will be relegated to Division 1
- e) The sides finishing 1st and 2nd in Division 1 will be promoted to the Championship
- f) In the event of a side that qualifies for promotion from the Championship or Division 1 not wishing to accept, or not meeting the criteria for, promotion then the League Executive Committee shall determine the composition of the sides in the Premier Division and Championship for the following season.
- g) In the event that it is agreed to admit an additional side:
 - To the Premier League then the sides in 9th and 10th place will be relegated and the side finishing in 8th place shall play in the Play Off.
 - To the Championship then only the side finishing in 1st place in Division 1 shall be promoted
- h) Promotion into the Premier Division and Championship is dependent on the clubs concerned meeting the criteria for facilities, youth teams and financial security specified by the League.

17. Entitlement To ECB Premier League Payment

The ECB payment to the SHPCL & clubs is subject to the SHPCL and Clubs fulfilling certain conditions specified by the ECB. These include but are not limited to:-

- a) Complying with club audit requirements, adhering to Disciplinary procedures, Player Registration, Umpire marking, Facility reporting, Result reporting on play-cricket and adhering to ECB Code of Conduct & Spirit of Cricket.
- b) In the event of non-compliance by any club with any ECB condition SHPCL may withhold payment and/or impose, in addition to any penalty imposed by a disciplinary hearing, a penalty determined by the SHPCL Committee.

Section A: Match Rules For ‘Timed’ Matches (Weeks 6 To 14)

1. Hours of Play

- 1.1 Play will commence at 11.30am.
- 1.2 The Lunch Interval will be 30 minutes commencing at 1.30pm, except as provided by Law 11.
- 1.3 There will be an interval of 10 minutes’ duration between innings.
- 1.4 The Tea Interval will be 20 minutes, commencing at 4.50pm, except as provided by Law 11.
- 1.5 The Home club will provide a meal during the first 30 minute interval and refreshments during the second 20 minute interval.
- 1.6 The umpires shall signal the Last Hour at 6.00pm or when 17 overs remain to be bowled in the match, whichever is the later. The Last Hour shall be a minimum of 60 minutes from its commencement and a minimum of 17 overs shall be bowled unless play is interrupted, in which event rule 2.8(b) shall apply.
- 1.7 Unless a result is achieved earlier the game shall finish at the later of 7.00pm or when the Last Hour has been completed.

2. Overs

- 2.1 Each match will consist of a minimum of 115 6-ball overs except where the match is affected by weather or a result is achieved sooner.
- 2.2 In an uninterrupted match the side batting first shall face no more than 60 overs.
- 2.3 In the event of a delayed start due to inclement weather or other circumstances the total number of overs available shall be reduced as specified in Appendix 1, with 65 overs the minimum number of scheduled overs available to constitute a match.
- 2.4 Any match in which at least 65 overs have been bowled shall be deemed a match provided that the side batting second has received a minimum of 25 overs. Subsequent abandonment shall be considered to be a drawn match.
- 2.5 If considered appropriate, in weather affected matches revised times may be agreed by the umpires and captains for the Intervals.
- 2.6 Any match in which play does not or will not commence by 3.00pm shall be cancelled.
- 2.7 If, after a match has started, there is a weather interruption or weather interruptions during the innings of the side batting first, the number of overs available shall be as per the table in Appendix 1 (see page 12).
- 2.8 In the event that any interruption or interruptions are of a duration that, in calculating the overs remaining using Appendix 1, the side batting first has received or exceeded those overs the following shall apply:
 - a) The innings of the side batting first shall be regarded as complete.
 - b) The Umpires shall calculate the time remaining from the time which they consider that conditions are such that play can resume to the scheduled

close of play (7.00pm). The minimum number of overs available to the side batting second shall be calculated by dividing the minutes left for play by 3.5 and rounding up if necessary. If such calculation, together with the overs received by the side batting first, gives a minimum of 25 overs for the side batting second and 65 overs or more for the match, then play shall commence at the re-scheduled start time as directed by the umpires.

- c) If the target score is such, that in the opinion of both captains there are insufficient overs remaining for either side to achieve a result or gain more points, the match shall be abandoned.
- 2.9 If, after the start of the innings of the side batting second, there is a weather interruption or interruptions the minimum number of overs available to the side batting second shall be reduced by one for each complete period of 3.5 minutes of interruption or interruptions.

3. Bowling Restrictions

- 3.1 In an uninterrupted match no bowler shall be permitted to bowl more than the greater of 20 overs or one-third (rounded down) of the overs available at the start of the innings. If the number of overs available is reduced as a result of any interruptions in the match the maximum shall be one-third (rounded down) of the reduced number of overs. A bowler may exceed the limit solely as a result of such a recalculation of overs due following an interruption in play.

Example: Bowler has bowled 14 overs when an interruption reduces the innings to 40 overs, reducing the limit to 13.

3.2 Short-pitched Bowling

Law 41.6.1 shall be replaced with:

A bowler shall be limited to two fast short pitched balls per over. The umpire at the bowler’s end will make it clear to both the bowler and the batsmen at the wicket when such a delivery within this limit is bowled. This ruling shall apply even though the striker has made contact with the ball with his bat, person or equipment. A short pitched ball is defined as one that passes or would have passed over shoulder height of the Striker standing upright at the crease. It is unfair if the limit is exceeded and the umpire shall call and signal No Ball on each such occasion. In addition, the umpires will adopt the procedures of Law 41.6.3 and 41.6.4.

3.3 Non-pitching Deliveries: Law 41.7 shall apply

3.4 Negative bowling:

If the Bowler’s End umpire considers that the bowler is bowling negatively with the intention of preventing the striker from scoring runs he shall caution the bowler and inform the captain, the bowler, the other umpire and the batsmen that on any repetition the rule for judging a Wide in the 50-Over match rules will be applied.

4. Points

- Win 30 points
- Tie 15 points each
- Winning Draw 6 points plus bonus points
- Side winning toss and batting first or losing toss and batting second:
 - Losing Draw 2 points plus bonus points
- Side winning the toss and fielding first:
 - Losing Draw 0 points plus bonus points
- Cancelled or abandoned 10 points each

The Winning and Losing draw is calculated on run-rate for the innings, based on legitimate balls received. Run rate shall be calculated to three decimal points. In the event that the two sides have identical run-rates the side losing the fewest wickets shall be deemed to have the higher run rate. If still equal then each side shall receive 4 points.

Bonus points awarded to losing team and to both teams in the event of a drawn match will be:-

Side winning toss and batting first or losing toss and batting second:

Batting:- 2 point for reaching 125, 175, 225, 275, 300 runs

Bowling:- 1 point each for taking 2, 4, 6, 8, 10 wickets

Side winning the toss and fielding first:

Batting:- 1 point for reaching 125, 175, 225, 275, 300 runs

Bowling:- 1 point each for taking 2, 4, 6, 8, 10 wickets

5 playing bonus points will be gained if a side is all out, regardless of the number of wickets actually taken.

5. Over Rate Penalty Points

5.1 The umpires will agree timings with the scorers and calculate the over rate taking into account the following allowances:-

- 2 minutes per wicket for the fall of each wicket up to and including the ninth wicket.
- The time taken for any Drinks Interval.
- The actual time lost for each and any single stoppage of greater duration than 3 minutes. This will be agreed by the umpires and will be confirmed to the batsmen and the fielding captain at the time of the delay and will not be subject to negotiation. The scorers must be informed at the earliest opportunity.
- During periods when inclement weather necessitates frequent drying of the ball the umpires may, at their sole discretion, allow up to 5 minutes per hour of playing time as additional stoppages. The umpires shall inform both captains and the scorers in advance if they judge conditions justify this additional stoppage allowance for any period of the match.

5.2 The penalties will not apply if the duration of an innings is less than two and a half hours.

5.3 The following penalties will apply for slow over rates. The umpires will be the sole judges of over rates in consultation with the scorers:

On the first occasion in the season:

- Less than 17 but greater than 16 overs per hour - 1 point
- 16 overs or less but greater than 15 overs per hour - 2 points
- 15 overs per hour or less - 5 points

If a penalty is imposed for a second or subsequent match in the season the above penalty points are doubled.

Appendix 1 – Reduced Overs In Interrupted Matches

Time Lost	A	B	C
0	115	60	55
3.5	114	59	55
7.0	113	59	54
10.5	112	58	54
14.0	111	58	53
17.5	110	57	53
21.0	109	57	52
24.5	108	56	52
28.0	107	56	51
31.5	106	55	51
35.0	105	55	50
38.5	104	54	50
42.0	103	54	49
45.5	102	53	49
49.0	101	53	48
52.5	100	52	48
56.0	99	52	47
59.5	98	51	47
63.0	97	51	46
66.5	96	50	46
70.0	95	50	45
73.5	94	49	45
77.0	93	49	44
80.5	92	48	44
84.0	91	48	43
87.5	90	47	43

Time Lost	A	B	C
91.0	89	47	42
94.5	88	46	42
98.0	87	45	42
101.5	86	45	41
105.0	85	44	41
108.5	84	44	40
112.0	83	43	40
115.5	82	43	39
119.0	81	42	39
122.5	80	42	38
126.0	79	41	38
129.5	78	41	37
133.0	77	40	37
136.5	76	40	36
140.0	75	39	36
143.5	74	39	35
147.0	73	38	35
150.5	72	38	34
154.0	71	37	34
157.5	70	37	33
161.0	69	36	33
164.5	68	36	32
168.0	67	35	32
171.5	66	35	31
175.0	65	34	31

A = Minimum overs in the match

B = Maximum overs for the side batting first

C = Minimum overs for the side batting second

Section B: Match Rules For 50 Over Matches (Matches In Weeks 1 To 5 & 15 To 18)

1 Coloured clothing

All sides are required to wear coloured clothing in this playing format. Batsmen and the wicket-keeper are recommended and encouraged to wear coloured pads.

2 Pitch Markings

Additional Crease Markings:

An additional crease marking shall be made 17" inside and parallel with each Return Crease, joining the Popping and Bowling creases. Please note that the crease is the inside edges of both these new markings and the Return Crease markings.

3 Duration

3.1 Hours of Play and Intervals

3.1.1 Play will start at 12.00pm (11.30am in Week 18). For the purpose of determining the overs remaining in an interrupted match the Close of Play will be 7.30pm (7.00pm in Week 18).

3.1.2 There will normally be two sessions of play of 3 hours 15 minutes each, separated by a Tea Interval of 30 minutes between the innings.

3.1.3 If the innings of the team batting first is completed prior to the scheduled time for the Tea Interval then the interval shall, if considered practicable by the umpires, take place immediately and may be extended with the agreement of the captains and umpires if necessary by up to 15 minutes (to a maximum of 45 minutes).

3.1.4 The captains may agree to forgo the Tea Interval, in accordance with Law 11.9, in which case there shall be an Interval between Innings of 10 minutes.

3.1.5 Drinks intervals shall be agreed in accordance with Law 15.2 but no more than two breaks per innings are permitted. Time taken for drinks shall be regarded as an Interval in accordance with Law 11.8.

3.2 Each match shall consist of a maximum of 50 overs per innings except where time is lost after the scheduled start time due to inclement weather or other unavoidable cause, when the number of overs shall be reduced as hereinafter provided.

3.3 If the side batting first is dismissed before the overs to which it is entitled have been bowled, the team batting second shall be entitled to bat for its full entitlement of overs or as further reduced due to inclement weather or other cause. Declarations are not permitted.

3.4 In the event of delays due to weather or other circumstances a minimum of 20 overs per side is required to constitute a match, subject to the provisions of 2.5.4 and 2.8 below.

3.5 Delayed start matches

3.5.1 In the event that the scheduled start time is delayed due to inclement weather or other cause the first 30 minutes of playing time lost shall be disregarded. Thereafter the number of overs for each side will be reduced by one for every

complete 8 minutes of time lost.

3.5.2 In calculating the time lost, the time for the Interval may be altered in accordance with Law 11.4.

3.5.3 The latest start time for a match reduced to 20 overs per side shall be 3.40pm.

3.5.4 A result can only be achieved in a match of less than 20 overs per side if both sides have the opportunity to bat for the full number of overs originally allocated.

3.5.5 The umpires shall inform the captains and the scorers of the number of overs lost, the revised timings, the number of overs to be bowled and the applicable fielding and bowling restrictions.

3.6 Interrupted matches

3.6.1 First innings - When play is suspended during the first innings, the object shall be to rearrange the number of overs so that both sides have the opportunity of batting for the same number of overs.

3.6.2 The number of overs to be bowled in 3.6.1 shall be calculated based on the time remaining in the match to the scheduled close of play, based on 4 minutes per over. In calculating the time lost the time for the Interval may be altered in accordance with Law 11.4 or forgone in accordance with Law 11.9. In calculating the number of overs to be bowled the number remaining plus the number already bowled shall be rounded up to the next greatest number divisible by two.

3.6.3 Second innings - If, owing to a delayed start to the second innings or a suspension of play during the second innings, there is insufficient time for the side batting second to face the same number of overs as the side batting first, the umpires will re-calculate, (on every occasion) the number of overs to be bowled and the new target score that is required. Before taking the field to resume play, the umpires will inform the captains and scorers accordingly. The number of overs to be faced by the team batting second will never be increased after an interruption.

3.6.4 The number of overs to be bowled in 3.6.3 shall be calculated based on the time remaining in the match to the scheduled close of play, based on 4 minutes per over. In calculating the time lost the time for the Interval may be altered in accordance with Law 11.4 or forgone in accordance with Law 11.9. In calculating the number of overs remaining to be bowled the number shall be rounded up.

3.6.5 If the Home club has provided a DLSMM or someone from the Away club has agreed to act as DLSMM then the Duckworth-Lewis-Stern Method (DLS) will be used to calculate the target score of the side batting second using the DLS regulations as provided by the League to every club. The umpires shall agree with the scorers and shall inform the captains of the target score before play is resumed. In the event of a miscalculation of the target score the original score shall not be altered once the captains have been informed. The target score shall be displayed clearly on the scoreboard.

3.6.6 If a competent DLSMM is not available throughout the match the following will apply:

3.6.6.1 The Away side shall have the option of dispensing with the Toss and electing to field first.

3.6.6.2 The target score of the side batting second shall be calculated using average run rate, calculated by dividing the runs scored by the number of legitimate deliveries received by the side batting first.

- 3.7 An over that is incomplete at the time of an interruption in play shall be completed on any resumption and that part over shall be ignored in calculating the overs remaining to be bowled in the match.
- 3.8 If the loss of time results in less than 20 overs being available to the team batting second, the game shall be abandoned unless, in the sole opinion of the umpires, a result remains achievable. For the purpose of this clause if a target score has been set under the Duckworth-Lewis-Stern regulations under clause 3.6.5 it shall be calculated based on the minimum of 20 overs being available.

4 Number of Overs Per Bowler

- 4.1 In a 50 overs match, no bowler may bowl more than 10 overs in an innings.
- 4.2 In a match of less than 50 overs no bowler may bowl more than one fifth of the total overs available. Where the total overs are not divisible by 5, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance
E.g. in an innings of 37 overs, a maximum of 2 bowlers may bowl 8 overs.
- 4.3 In the event that a reduction in overs results in one or more bowlers having exceeded the newly calculated maximum then the umpires shall calculate the overs allowed for the remaining bowlers. A bowler who has exceeded the new maximum shall be permitted to complete an incomplete over.
E.g. Match reduced to 33 overs, one bowler has bowled 10 – 3 bowlers may bowl a maximum of 6 overs and 1 bowler may bowl a maximum of 5.
- 4.4 A part over shall count as a full over only insofar as each bowler's limit is concerned.

5 Powerplays

5.1 Powerplay overs. Powerplay overs shall be as follows:

Innings duration	Mandatory Powerplay	Second Powerplay	Total
49 – 50	10	10	20
45 – 48	9	9	18
42 – 44	9	8	17
39 – 41	8	8	16
35 – 38	7	7	14
32 – 34	7	6	13
29 – 31	6	6	12
25 – 28	5	5	10
22 – 24	5	4	9
20 – 21	4	4	8

5.2 Mandatory Powerplay

In an uninterrupted match the First Powerplay shall be the first overs 10 of the innings.

5.3 Second Powerplay

5.3.1 In an uninterrupted match the Second Powerplay shall be the final 10 overs of the innings.

5.3.2 The Bowler's End umpire shall inform the captain of the fielding side and the batsmen and then shall signal the commencement of the Second Powerplay to the scorers by making a large circular motion with one arm.

5.4 Powerplays – Effect of Interruptions

5.4.1 If play is interrupted not during a Powerplay over then, prior to the resumption, the umpires shall calculate the total number of Powerplay overs to be bowled from the table in 5.1 above. The number of Powerplay overs already bowled will be deducted from this total. The Second Powerplay will commence when the same number of overs remain to be bowled.

Example: A match starts as 50 overs but is reduced to 35 overs after an interruption after 14 overs: Powerplay overs are now 14 so the Second Powerplay will be 4 overs to be commenced in the 32nd over

5.4.2 If play is interrupted during the First Powerplay overs and the calculation using the table in 5.1 shows that the overs in that Powerplay have already been exceeded then, if applicable, that over shall be completed and the excess of overs bowled in the First Powerplay shall be deducted from the Second Powerplay.

Example: A match starts as 50 overs but is reduced to 30 overs following an interruption after 8.2 overs have been bowled: Powerplay overs are now 6+6=12 so the 9th over is completed and the Second Powerplay shall be 3 overs (12 less 9) commencing in the 28th over.

5.4.3 If play is interrupted and, on the resumption, the total number of Powerplay overs calculated from the table in 5.1 has already been exceeded there will be no further Powerplay deliveries in that innings.

Example: A match is reduced to 40 overs per side. An interruption occurs after 20 overs with the 8 First Powerplay overs having been bowled. On the resumption the match is reduced to 20 overs per side. The Powerplay overs are now 4+4=8 so there will be no Second Powerplay

5.4.4 If play is interrupted and, on the resumption, there are insufficient overs remaining in the innings to complete the Powerplay overs calculated from the table in 5.1 then the Powerplay shall commence in the next over with fewer than the scheduled number of Powerplay overs being bowled in the innings.

Example: A match is reduced to 40 overs and only the First Powerplay of 8 overs has been taken when an interruption in the 30th over reduces the match to 35 overs. The Second Powerplay should be 7+7=14-8=6 but only 5 complete overs remain. The Second Powerplay will commence in the 31st over and be for the final 5 overs.

5.4.5 The total Powerplay overs in the 2nd innings shall not exceed those available in the 1st Innings. Any restriction in Powerplay overs shall be applied to the Second Powerplay.

Example: A match commences as a full 50 overs per side. In the 40th over an interruption reduces the match to 45 overs. The First Powerplay of 10 overs has been completed together with 5 overs of the Second Powerplay. The 2nd innings Powerplay shall be restricted to 15 overs, comprising the First Powerplay overs and 5 Second Powerplay overs, commencing in the 41st over.

6 Restriction on the Placement of Fielders

6.1 Outer Fielding Circles

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards. The ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch. The fielding restriction area should be marked by 'dots' at five-yard intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.

6.2 First Powerplay

During the First Powerplay, at the instant of delivery, only two fielders shall be permitted to be outside the Outer Fielding Circle.

6.3 Second Powerplay

During the period of the Second Powerplay, at the instant of delivery, only five fielders shall be permitted to be outside of the Outer Fielding Circle.

6.4 Non-Powerplay Overs

During the non Powerplay Overs, at the instant of delivery, only four fielders shall be permitted to be outside the Outer Fielding Circle.

6.5 Throughout the innings, at the instant of delivery, not more than five fielders shall be permitted to field on the leg side.

6.6 Infringement of Fielding Restrictions

6.6.1 In the event of an infringement of any of the fielding restrictions specified in 6.2, 6.3, 6.4 and 6.5 above the Umpire at the Striker's End shall call and signal 'No Ball'.

6.6.2 If in the opinion of either batsman the Striker's End Umpire fails to call and signal No Ball when either these fielding restrictions or Law 28.4 (Limitation of On-side fielders) have been breached then immediately the ball becomes dead, either batsman may draw the matter to the attention of either umpire. If the Striker's End Umpire is able to verify the breach, he shall call and signal No Ball. If the striker's end Umpire is unable to verify the breach then he shall confirm that the events of the delivery shall be unchanged.

7 No Ball

7.1 Underarm bowling is not permitted. If a bowler bowls a ball underarm the umpire shall call and signal 'No Ball' and follow the procedures in law 21.3.

7.2 The penalty under Law 21.16 for a 'No Ball' will be 2 runs.

7.3 Free Hits

7.3.1 In addition to 7.2 above, the delivery following a No Ball shall be a Free Hit for whichever batsman is facing it.

7.3.2 If the delivery for the Free Hit is not a legitimate delivery (i.e. a No Ball or a

Wide Ball) then the next delivery will become a Free Hit for whichever batsman is facing it.

7.3.3 For a Free Hit, the striker can be dismissed only as specified in Law 21.18 (Out from a No Ball), even if the delivery for a free hit is called a Wide Ball.

7.3.4 Any fielding restrictions under Rule 6 in place will apply for the Free Hit delivery. Field changes are permitted for Free Hit deliveries.

7.3.5 When the ball is dead and after signalling No Ball to the scorers, the Bowler's End Umpire will call and signal a Free Hit by extending one arm straight upwards and moving it in a circular motion.

7.3.6 The free hit delivery counts as a ball in the over unless it in turn is a Wide or No Ball.

8 Wide Ball

Law 22 shall apply with the following addition;

8.1 Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

8.2 A leg side wide shall be called if, irrespective of where the ball pitches, it passes outside the line of the Striker and the leg stump, irrespective of any movement by the Striker.

8.3 A ball that passes between the Striker and the leg stump shall not be judged a Wide.

8.4 An off side wide shall be called if, in the umpire's opinion, the delivery has passed between the 17 inch line and the Return Crease and the Striker has not brought it within reach of a run-scoring stroke.

9 The Bowling of Fast Short Pitched Balls (The Bouncer) and Beamers

9.1 Law 41.6.1 shall be replaced with:

A bowler shall be limited to one fast short pitched ball per over. The umpire at the bowler's end will make it clear to both the bowler and the batsman at the wicket when such a delivery within this limit is bowled. This ruling shall apply even though the striker has made contact with the ball with his bat, person or equipment. A short pitched ball is defined as one that passes or would have passed over shoulder height of the Striker standing upright at the crease. It is unfair if the limit is exceeded and the umpire shall call and signal No Ball on each such occasion. In addition, the umpires will adopt the procedures of law 41.6.3 and 41.6.4.

9.2 Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) shall apply.

10 Over Rate Penalties

10.1 All sides are expected to be in position to bowl the first ball of the last of their 50 overs within 195 minutes of playing time.

10.2 Time may be added at the discretion of the umpires for any stoppage or delay in play. Under rule 3.1.4 time shall be added for a Drinks Interval. When the umpires agree that time is to be allowed for a stoppage they shall inform the batsmen, the captain of the fielding side and the scorers of the time to be allowed. In the event of frequent moving of the sightscreens the batting side shall assume responsibility unless other arrangements have been made.

- 10.3 In the event that the fielding side fails to meet the requirement of 10.1 the full quota of overs will be completed and six runs shall be added to the score of the batting side for each whole over that has not been bowled within the allotted time. The umpires will inform the captain of the fielding side of the number of overs not bowled and the number of runs to be credited to the batting side. The runs will be added to the score of the batting side immediately after the ball becomes dead at the end of the innings. This rule will apply to both innings of the match except as provided under 10.4.
- 10.4 Notwithstanding 10.3 above, if the side fielding second is penalised under rule 10.3 and the runs to be added take the score of the batting side past that of the side batting first then the runs will be added immediately and the match shall be deemed to be won by the side batting second.
- 10.5 If the innings is completed before the scheduled or re-scheduled cut off time no over rate penalty shall apply.
- 10.6 If the start of an innings is delayed or an innings is interrupted, the over rate penalty will apply based on the revised number of overs and the re-scheduled cessation time for that innings. The umpires shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, of the scheduled time for that innings (by which the fielding side must be in position to bowl the first ball of the last over). The time allowed to bowl the overs shall be calculated on the basis of four minutes per over.

11 Result

- 11.1 A result may only be achieved if both teams have had the opportunity of batting for at least 20 overs, unless the team batting second has scored more runs than its opponents or has achieved its target score as hereinafter defined in fewer than 20 overs.
- 11.2 Except as provided in 11.4 a match shall be won by the team which has scored the most runs in its completed innings.
- 11.3 Except as provided in 11.4 and 11.5 a tie shall be achieved if the scores are level at the conclusion of the match, irrespective of the number of wickets lost by either team.
- 11.4 If, after an interruption in play after the start of the match, the number of overs to be received by either side is reduced to a lesser number than allocated before the start, then a revised target score shall be set for the side batting second to achieve. This will be calculated using the Duckworth/Lewis Method as specified by the League. If the target is reached or exceeded the side batting second shall be deemed to have won. If the Par Score is equalled the match is a Tie, except as provided in 11.5. If the Par Score is not reached the side batting first shall be deemed to have won. Such result shall be reported as "A win under the D/L method".
- 11.5 In Play Off matches specified in clause 15 and 16c of the Playing Rules:
- 11.5.1 Clause 11.3 above will be replaced by:

Where the number of overs available to both sides remains equal throughout the match, in the event that the scores at the conclusion of the match are level

the winner shall be determined as follows:

- i) The side that has lost fewest wickets, but if still equal
 - ii) The side with the highest scoring rate over the first 20 overs of its innings, based on legitimate balls received and calculated to three decimal places, but if still equal
 - iii) The side that has lost fewest wickets over the first 20 overs of its innings, but if still equal
 - iv) The side with the highest scoring rate over the first 10 overs of its innings, based on legitimate balls received and calculated to three decimal places, but if still equal
 - v) The side that has lost fewest wickets over the first 10 overs of its innings
- 11.5.2 In Clause 11.4 above the words "If the Par Score is equalled the match is a Tie" shall be replaced by "If the Par Score is not exceeded the match shall be won by the side batting first."

12 Points

Win: 25 points

Tie: 13 points

No result: 10 points, or bonus points gained, whichever is the greater

Cancelled: 10 points

Bonus points awarded to the losing side or, in the event of a match without a result, to both sides. No bonus points will be awarded for a match ending as a Tie (a Tie being a match in which the scores are level, irrespective of the number of wickets lost by each side).

Batting Bonus points: 1 point for reaching 125, 150, 175, 200, 225, 250 and 275 runs

Bowling Bonus points: 1 point for taking 2, 4, 6, 7, 8, 9, 10 wickets

Full bowling bonus points will be gained if a side is all out, regardless of the number of wickets taken.